



Dilgar Targath Strike Cruiser

SPECS

Class: Capital Ship
In Service: 2249
Point Value: 700
Ramming Factor: 230
Jump Delay: N/A

MANEUVERING

Turn Cost: 2/3 Speed
Turn Delay: 2/3 Speed
Accel/Decel Cost: 3 Thrust
Pivot Cost: 4+4 Thrust
Roll Cost: 2+2 Thrust

COMBAT STATS

Fwd/Aft Defense: 15
Stb/Port Defense: 15
Engine Efficiency: 3/1
Extra Power: 0
Initiative Bonus: +0

Speed	1	2	3	4	5	6	7	8	9	10	11	12
Turn Cost	1	2	2	3	4	4	5	6	6	7	8	8
Turn Delay	1	2	2	3	4	4	5	6	6	7	8	8



WEAPON DATA

Heavy Pulsar Cannon
Class: Particle
Mode: Pulse
Damage: 15 1d5 Times
Maximum Pulses: 6
Grouping Range: +1 per 4
Range Penalty: -1 per 3 hexes
Fire Control: +4/+3/-1
Intercept Rating: -1
Rate of Fire: 1 per 3 turns

Heavy Bolter
Class: Particle
Modes: Standard
Damage: 24
Range Penalty: -1 per 3 hexes
Fire Control: +4/+3/+0
Intercept Rating: n/a
Rate of Fire: 1 per 3 turns

Light Pulse Cannon
Class: Particle
Mode: Pulse
Damage: 8 1d5 Times
Maximum Pulses: 6
Grouping Range: +1 per 4
Range Penalty: -2 per hex
Fire Control: +3/+3/-2
Intercept Rating: -2
Rate of Fire: 1 per turn

Medium Pulse Cannon
Class: Particle
Mode: Pulse
Damage: 10 1d5 Times
Maximum Pulses: 6
Grouping Range: +1 per 4
Range Penalty: -1 per hex
Fire Control: +4/+3/+1
Intercept Rating: -2
Rate of Fire: 1 per 2 turns

FORWARD HITS

1-4: Retro Thrust
5-6: Heavy Bolter
7-8: Lt Pulse Cannon
9-18: Forward Struct
19-20: PRIMARY Hit

SIDE HITS

1-5: Port/Stb Thrust
6-7: Hvy Pulsar Cannon
8-9: Lt Pulse Cannon
10-18: Port/Stb Struct
19-20: PRIMARY Hit

AFT HITS

1-6: Main Thrust
7-8: Med Pulse Cannon
9: Aft Engine
10-18: Aft Struct
19-20: PRIMARY Hit

PRIMARY HITS

1-10: Primary Struct
11-12: Sensors
13-14: Primary Engine
15-17: Hangar
18-19: Reactor
20: C & C

SENSOR DATA

Defensive EW

Target #1

Target #2

Target #3

Target #4

Target #5

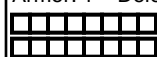
Target #6

HANGAR

24 Fighters

2 Shuttles: Thrust: 5

Armor: 1 Defense: 9/10



ICON RECOGNITION

